

# Luis Angel Espino Cervantes

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## Education

### **University of California, Irvine**

**June 2022**

Bachelor of Science in Computer Science

GPA: 3.18 (Dean's List UC Irvine • 5 quarters)

**Course Work:** Software Design • Game Systems and Design • Data Management • Computer Vision & Graphics

## Work Experience

### **Instructor: Juni Learning**

**April 2022-Present**

Teach Computer Science concepts using python to K-12 students in remote one-on-one sessions.

### **Box Office Manager: Cinemark Movie Theater**

**June 2019-September 2019**

Delegated maintenance tasks, trained new employees, and addressed customer needs/complaints.

### **Office Intern: San Mateo County Health Clinic**

**June 2018-September 2018**

Front desk attendant responsible for checking-in patients, updating personal information, facilitating their visits, and answering the main phone. Multitask to take care of the waiting room, printer refills, and faxes.

## Projects

### **Image Recognition Software**

**January 2022-February 2022**

AI algorithm that learns the Histogram of Gradient Orientations of an object by using positive and negative picture samples. It then can identify the same object in static images.

- Created software that is able to recognize specific objects in pictures with a 95% success rate.
- Wrote the function algorithm that learns an object's features from a series of sample images.
- Coded, tested, debugged, and finalized the software using Python, Matplotlib, and Numpy libraries.

### **Sleep Tracker (Mobile App)**

**January 2022**

Software that records the user's sleeping cycle and sleepiness throughout the day.

- Employed Content Prioritization, Intuitive Navigation, Error prevention, and other UX/UI principles.
- Rigorously unit tested the code for IOS and Android using Ionic Lab.
- Developed and designed the app using Javascript and HTML with the Ionic library.

### **Vaccine Dash (Videogame) Website**

**September 2021-December 2021**

A single-player adventure horror web game designed and developed by a team of five. The game consists of finding vaccines in a covid-filled dark hospital.

- Integrated player controls and physics of the game, as well as visuals and audio effects into the game levels.
- Developed a narrative for the game's story which added relatability to the player.
- Introduced the game and features in a mock product pitch.

### **ZotFeeds (Design project)**

**March 2021-May 2021**

Mobile app design project to help food banks in Orange County collect donations via the app. Donors would send notifications to food banks to pick up donations.

- Took project from ideation to prototype, and conducted market research to determine project requirements.
- Managed project timeline and deliverables deploying agile principles, e.g. helped simplify and delegate tasks to a team of five others & assessed progress in weekly meetings.
- Built mockups for the sign-up, sign-in, and home pages using Figma to enhance user experience.

### **Chat Room (Client-Server GUI)**

**November 2020-December 2020**

A software that allowed users to send individual or group text messages. The server was able to hold multiple users with different logins and multiple conversations.

- Spearheaded project design and encouraged discussions with two other teammates to switch from a peer-to-peer model to a client-server model, which eliminated a significant blocker to project delivery.
- Coded, tested, debugged, and pushed code to production using C to complete and ship the project.

<b>Languages</b>	Python • HTML • C • C++ • SQL • JavaScript • Unity • Unreal • IonicJS • Linux • Git • WebGL • A-Frame
<b>Skills</b>	Project Management • Attention to Detail • Multitasking • Microsoft Office • Biliterate (Spanish)